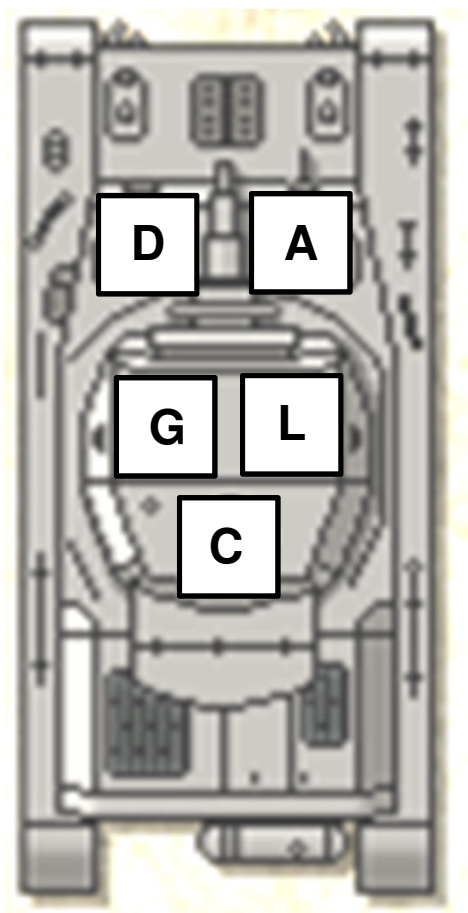


Pz IV C



No Co-Axial MG

Characteristics

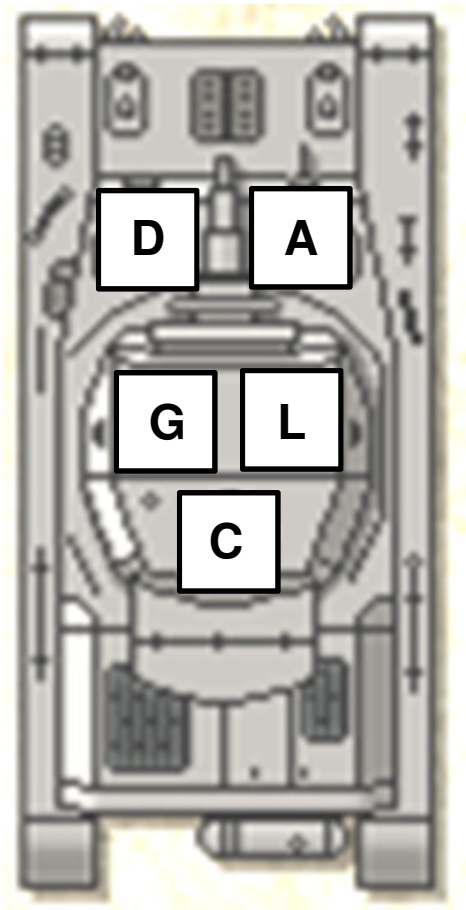
Gun: 75 s (75mm L24)
Gun to Hit: 5+ / 7+ / 9+
Penetration: -2 / -4 / -6 (HE -8)
Gun Rounds: 80
Rate of Fire: 9+
Hull Armour: 3 / 2 / 2
Turret Armour: 3 / 2 / 2

	HE	AP	HCBI	HEAT
Gun Load				

Ready Rack Load: 8									
HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HCBI	0	1	2	3	4	5	6	7	8
HEAT	0	1	2	3	4	5	6	7	8

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz IV D



Characteristics

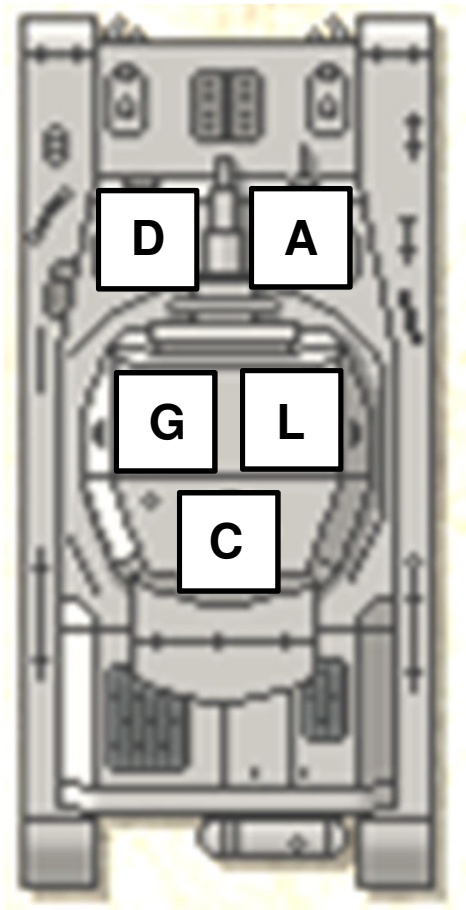
Gun: 75 s (75mm L24)
Gun to Hit: 5+ / 7+ / 9+
Penetration: -2 / -4 / -6 (HE -8)
Gun Rounds: 80
Rate of Fire: 9+
Hull Armour: 3 / 2 / 2
Turret Armour: 3 / 2 / 2

	HE	AP	HCBI	HEAT
Gun Load				

	Ready Rack Load: 8									
HE		0	1	2	3	4	5	6	7	8
AP		0	1	2	3	4	5	6	7	8
HCBI		0	1	2	3	4	5	6	7	8
HEAT		0	1	2	3	4	5	6	7	8

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz IV E



Characteristics

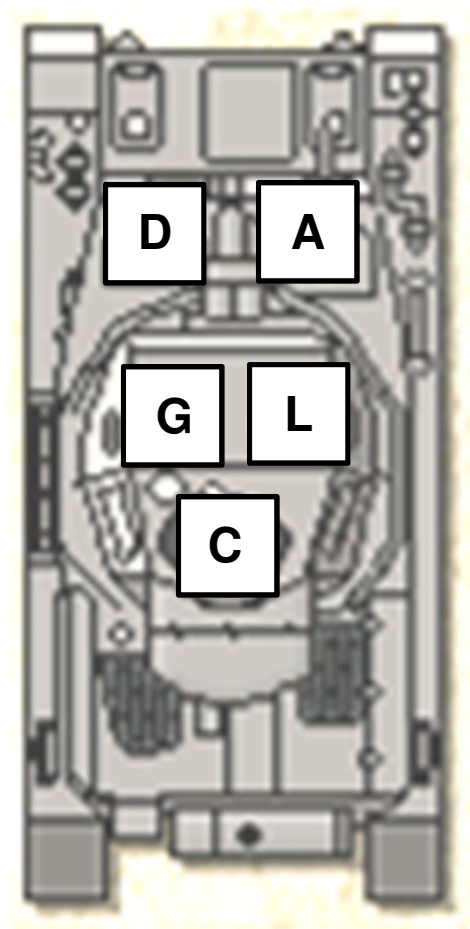
Gun: 75 s (75mm L24)
Gun to Hit: 5+ / 7+ / 9+
Penetration: -2 / -4 / -6 (HE -8)
Gun Rounds: 80
Rate of Fire: 9+
Hull Armour: 6 / 4 / 2
Turret Armour: 3 / 2 / 2

	HE	AP	HCBI	HEAT
Gun Load				

Ready Rack Load: 8										
HE		0	1	2	3	4	5	6	7	8
AP		0	1	2	3	4	5	6	7	8
HCBI		0	1	2	3	4	5	6	7	8
HEAT		0	1	2	3	4	5	6	7	8

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz IV F



Characteristics

Gun: 75 s (75mm L24)
Gun to Hit: 5+ / 7+ / 9+
Penetration: -2 / -4 / -6 (HE -8)
Gun Rounds: 80
Rate of Fire: 9+
Hull Armour: 5 / 3 / 2
Turret Armour: 5 / 3 / 3

	HE	AP	HCBI	HEAT
Gun Load				

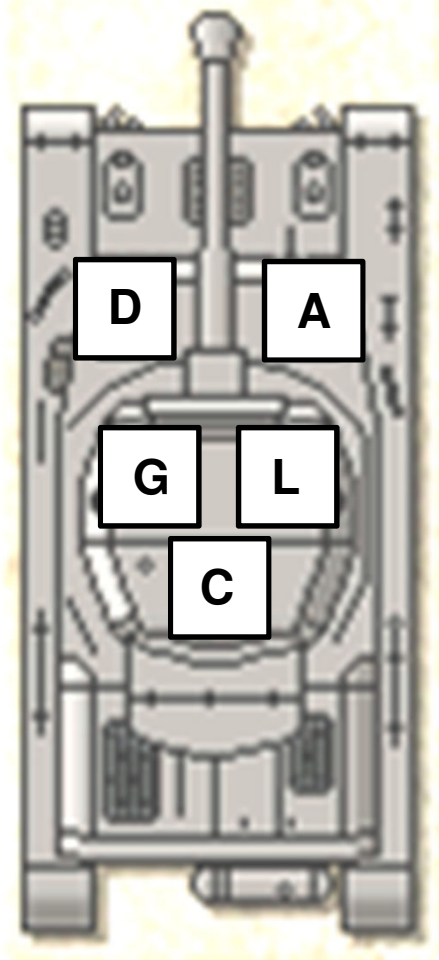
Ready Rack Load: 8

Smoke Disch'

HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HCBI	0	1	2	3	4	5	6	7	8
HEAT	0	1	2	3	4	5	6	7	8

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz IV G



Characteristics

Gun: 75 (75mm L43)
Gun to Hit: 5+ / 6+ / 8+
Penetration: 0 / -1 / -3 (HE -9)
Gun Rounds: 87
Rate of Fire: 10+
Hull Armour: 5 / 3 / 2
Turret Armour: 5 / 3 / 3

	HE	AP
Gun Load		

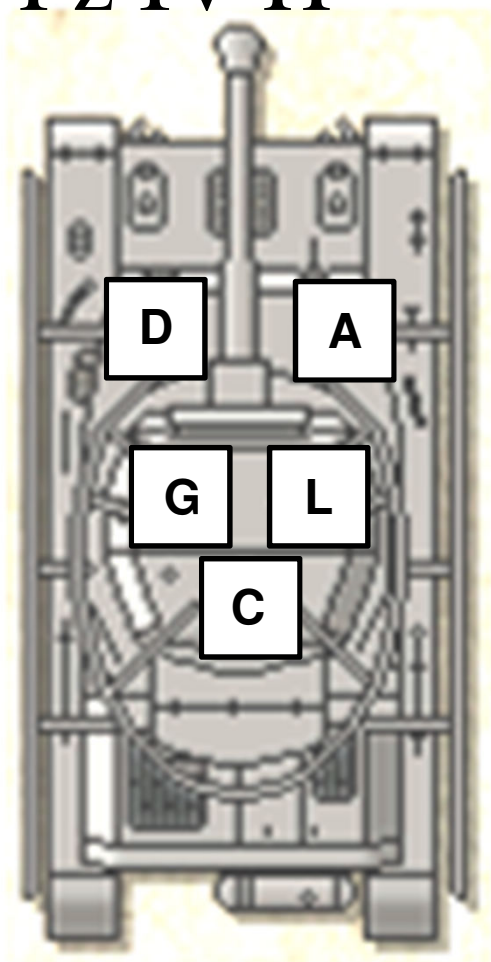
Ready Rack Load: 8

HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HVAP	0	1	2	3	4	5	6	7	8

Smoke
Disch'

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors

Pz IV H



Characteristics

Gun: 75 L (75mm L48)
Gun to Hit: 5+ / 6+ / 8+
Penetration: +1 / 0 / -2 (HE -9)
Gun Rounds: 87
Rate of Fire: 10+
Hull Armour: 8 / 3 / 2
Turret Armour: 5 / 3 / 3

	HE	AP
Gun Load		

Ready Rack Load: 8

NVtW
Smoke Disch'

HE	0	1	2	3	4	5	6	7	8
AP	0	1	2	3	4	5	6	7	8
HVAP	0	1	2	3	4	5	6	7	8

Spotting Restrictions		
Crewman	Buttoned Up	Open Hatch
D & N	Front only	All except Rear
G	Turret Front only	Left of turret
L	-	Right of turret
C	All sectors	All sectors